Fig. 30 is a flowchart of the error diffusion process (half toning) of the module 618;

Figs. 31(a) to 31 (c) illustrate the z-level relationship between sprites and local graphic objects;

Fig. 32 is a flowchart for determining an index to a gradient look-up table;

Figs. 33(a) to 33(c) illustrate left and right fills used to create the object of Fig. 16;

Fig. 34 depicts various image spaces used in the present rendering system;

Figs. 35(a) to 35(c) depict sets of coordinates in a morphing process;

Figs. 36(a) to 36(c) show an example of a stroked path;

Fig. 37 is a flowchart depicting operation of the Pixel Extraction Module to output pixels to a frame buffer memory;

Figs. 38(a) and 38(b) are flowcharts depicting operation of the Pixel Extraction Module to output directly to a display;

Fig. 39 is a processing flow representation of the Pixel Generation Module;

Fig. 40 is a flowchart of the processing of a run of pixels to generate output color;

Fig. 41 is a flowchart for the generation of tracking parameters for quadratic Bezier curves;

Fig. 42 is a flowchart of an incremental approach radial gradient determination;

Figs. 43(a) and 43(b) illustrate different fill results arising from the non-zero winding, negative winding and odd-even fill rules;

Fig. 44 illustrates calculating absolute depths in a display list;

Figs. 45(a) and 45(b) depict edge management for stroking a join;

Fig. 46 is a flow diagram showing the processing performed on each ordered set of coordinates by the Morphing, Transform and Stroking module;

Figs. 47(a) to 47(f) depict operation of the radix sort algorithm;

Fig. 48 illustrates the contribution of opacity at sub-pixel levels;

Figs. 49(a) to ~~49(f)~~ 49(h) show examples of stroking edges;

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Figs. 50(a) to 50(e) show examples of stroking and transforming edges;

Figs. 51(a) to 51(e) illustrate left and right fills for stroking edges;

Figs. 52(a) and 52(b) illustrate operation of the Z-level activation table;

Figs. 53(a) and 53(b) show an example of reconfiguring the Z-level activation table;